



KEEP QUIET

You're civilians in a war zone, driving to safety. The Enemy is near. Go round the group answering one question at a time, in order:

1. Who are you?
2. Where are you sitting?
3. Why do you hate the Enemy?
4. Why do you sympathise with them?
5. What does the next person need to retrieve? Where is it?

Each player adds 0-2d6 to the reserve. Move 1d6 to the pool. When you make any noise, roll the pool. If any show 6, move 1d6 to the pool. When the reserve is empty, the Enemy finds you.

DON'T MOVE

You're on a bus teetering over the edge of an abyss. Go round the group answering one question at a time, in order:

1. Who are you?
2. Where are you on the bus?
3. Who's pissed you off on this ride?
4. What do you regret just doing?
5. What did the next person lose? Where is it on the bus?

Each player adds 0-2d6 to the reserve. Move 1d6 to the pool. When you act physically, roll the pool. If any show 1, move 1d6 to the pool as the bus slips. When the reserve is empty, the bus falls.